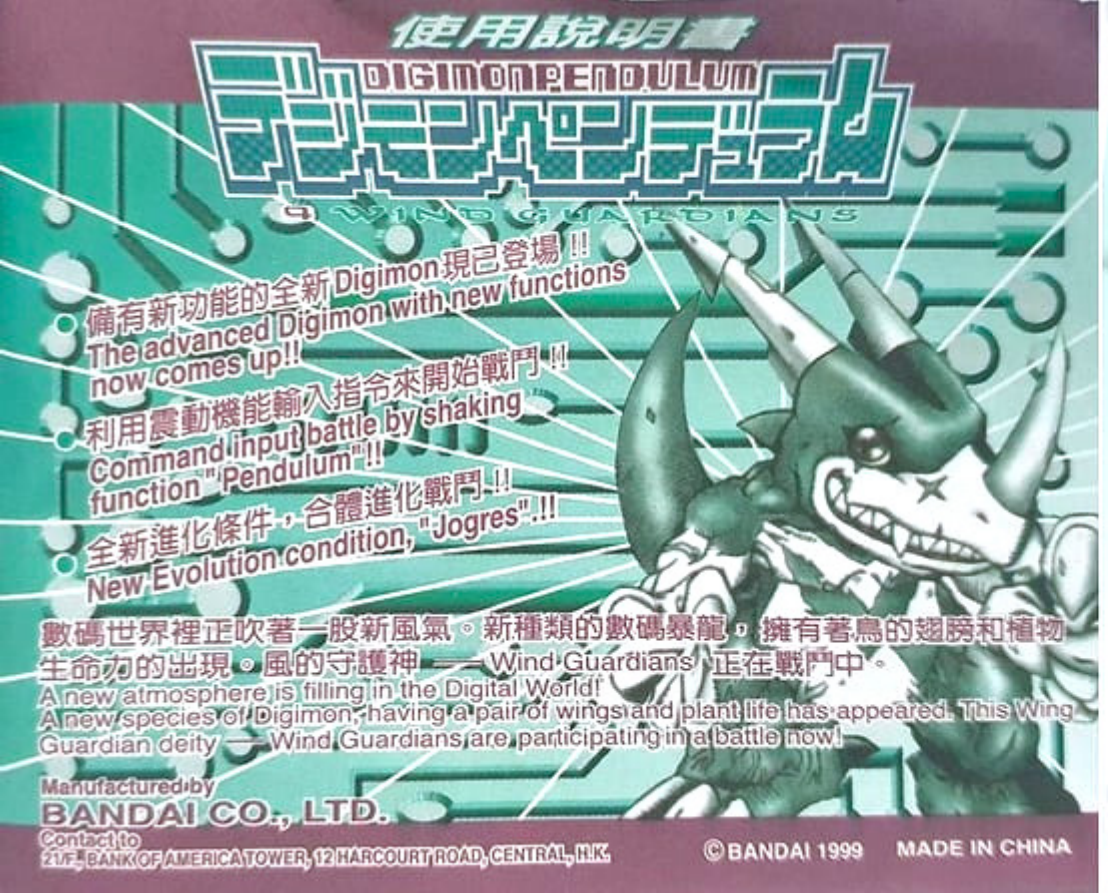
使用說明書

DIGIMON PENDULUM
デジモンペンデュラム

2 WIND GUARDIANS



- 備有新功能的全新 Digimon 現已登場!!
  The advanced Digimon with new functions now comes up!!
- 利用震動機能輸入指令來開始戰鬥!!
  Command input battle by shaking function "Pendulum"!!
- 全新進化條件，合體進化戰鬥!!
  New Evolution condition, "Jogres"!!

數碼世界裡正吹著一股新風氣。新種類的數碼暴龍，擁有著鳥的翅膀和植物生命力的出現。風的守護神——Wind Guardians 正在戰鬥中。

A new atmosphere is filling in the Digital World!
A new species of Digimon, having a pair of wings and plant life has appeared. This Wind Guardian deity — Wind Guardians are participating in a battle now!

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震動機能或新進化條件“合體”。其他還有新發現的Digimon的屬性，如超越完全體的至高無上體的存在等等。充滿新元素的Digimon將慢慢地成長，並帶給你無盡的樂趣。

Shaking Function “Pendulum” or new evolution requirement, “Jogres”, other new discovered characteristics of Digimon, such as the existence of the Extreme body which exceed the Perfect body, etc are added.
The Digimon, brought up with Pendulum and filled with lots of new elements can be enjoyable for you!

超數碼暴龍的新要點 • NEW POINTS FOR DIGIMON PENDULUM

在訓練或戰鬥途中震動主體可讓你輸入技倆跟據震動的方法可改變Digimon的技倆。

Pendulum means “shaking”.
Shaking the main body during training or battle will enable you to input the trick command for Digimon.
The method of “Pendulum” will change the skills of Digimon.

※如圖示取起主體並跟據箭咀的方向搖動。

Hold the main body as shown and shake towards the direction of the arrows shown.

合體 • JOGRES

Digimon 可以和另一個條件相等的 Digimon 合體。
這便稱呼為 Sogres 合體。
※不可與數碼暴龍合體。

It is possible to combine Digimon with other Digimon that has fulfilled certain requirements.
This is called Jogres.
※ Digimon Pendulum could not have Jogres with Digital Monster.

Digimon 的屬性 • DIGIMON’S ATTRIBUTE

Digimon 共有 3 種
每一種都有它的屬性，這可能與戰鬥及合體有關……?
「Va」……疫苗屬性「Da」……資料屬性「Vi」……病毒屬性
It is discovered that Digimon has 3 types of Attributes.
Each attribute got it’s own affinity. Maybe it is related to the Battle or jogres....?
“Va”.. Vaccine Attribute “Da”... Data Attribute “Vi” ... Virus Attribute

其它的新元素 • OTHER NEW ELEMENTS

「G (Giga)」……代表 Digimon 體重的單位
「DP」……代表 Digimon 能源的單位
「HP」……顯示 Digimon 在戰鬥和訓練時能量
“G (Giga)” The unit of Digimon’s weight
“DP (Digimon Power)” The unit of Digimon’s energy
“HP (Hit Point)” Shows Digimon’s energy during training or battle

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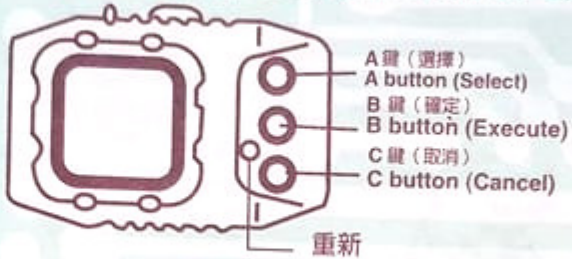
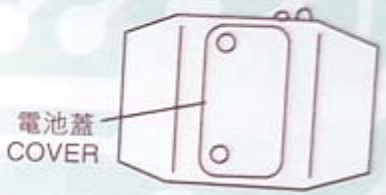
1．各部份的說明 • DESCRIPTION OF EACH PART





通信接駁器 • Communication connector

使用接駁器與對手的主體接駁後開始戰鬥及合體。

A 鍵：選擇各種圖像

B 鍵：決定已選擇了的圖像。當圖像不閃動時，按此鍵可轉回最初的畫面。

C 鍵：取消選擇了的圖像，取消後會自動轉回最初的畫面。

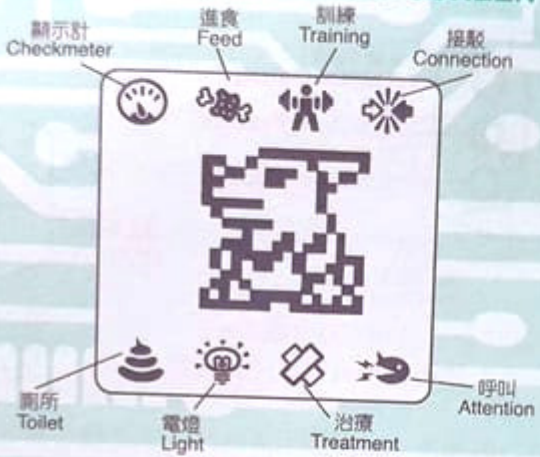
Communication connector-Use this connector to start battle or Jogres with other players.

A Button-use this button to select an icon.

B Button-use to decide the icon being selected. You could switch to the Time Screen by pushing this button when the icon is not flashing.

C Button-use to cancel the icon selected. Will return to the original screen after cancelling.

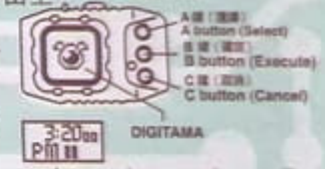
2. 各畫面的說明 • DESCRIPTION OF EACH SCREEN



顯示計 Checkmeter P7
食進 Feed P10
訓練 Training P10
接駁圖像 Connection P12
廁所 Toilet P17
電燈 Light P17
治療 Treatment P18
呼叫 Attention P19

3. 遊戲前為 DIGMON 的出生而作準備 • PREPARATION

1.拔出機身側的絕緣膠片（Beep 一聲之後，Digitama 出現）
2.重新啟動操作— 用小棒輕啟按前面的重新動鍵
（又再 Beep 一聲）
※用細削物體如牙籤，鉛筆等按重新啟動鍵時不能用太大。
3.調較時間—首先按 B 鍵切換至時間定畫面，按 B 鍵調較分鐘。設定完畢後，按 C 鍵確定。指示可選擇任何 2 種類，接著按 B 鍵切回主畫面，再靜靜地等待 Digimon 破殼而出！
（其它時間功能請參閱 P.21 ）
※如不調較時間，Digitama 便不會破裂，Digitama 便不會出生。
※在 Digimon 出生前只能操作時間設定及重新啟動功能。



1. Pull insulator from side of body (Digitama appears after it beeps.)
2. **Reset Operation**-press the reset switch on the front of the body with a pointed object. (It beeps again)
※ Remember do not to press the reset switch too hard when using a sharp rod, pencils, sharp pens, etc.
3. **Time adjustment**-first press the middle B button to bring up the time screen. Use A button to set the hours and B button to set the minutes. Once you have set the correct time, press C button to set the time. You can choose either of 2 kinds of time indication. Next, return to the main screen by pressing B button again. Then wait for Digimon to hatch. (for other time function, please refer to P.21)
※ If you do not adjust the time, Digimon cannot hatch.
※ Before Digimon arrives, only the time and reset functions are available

調較時間後約 1 分鐘，「你」的 Digimon 便出生！
After you adjust the timer, digimon will hatch in 1 minute!

Digimon「Beep」聲地呼叫你告訴它已來臨。請選擇各種圖像標記來照顧它。如你想知Digimon所發出的是什麼訊息，請選擇圖像標記中的"顯示計"來查閱！選擇各種圖像標記時，按A鍵選擇，B鍵確定，C鍵取消。

Digimon的強壯程度，決定於★進食情況，能力，體力這3大要素，跟據你的養育方法 Digimon 的強壯程度是會轉變的！

If Digimon beeps for its arrival, choose the appropriate icons to care for it.

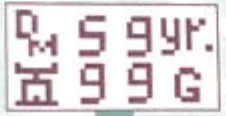
If you want to get the message from Digimon, choose the Check Meter icon to see the details!! Press A to select, B to Execute, C to Cancel!!

Hungry, Strength, Digimon Power (Engery), these 3 elements determine the overall strength of Digimon. Of course, the strength of Digimon will be changed by various ways of bringing up.

顯示計 •CHECKMETER

按A鍵選擇，再按B鍵作確定。然後再按A或B便可順序查閱Digitama的年齡，體重、飽肚度、體力、得勝率的和屬性資料。

Press A button to select and B button to confirm. Then press A or B button to check the age, Giga (weight) , hungry, strength, DP (Digimon Power:Energy), victories of Digimon. Percentage of winning and Digimon attribute.



年齡，體重• **Age / Giga (Weight)**

從數字可得知 Digimon 的成長情況。

The growth status of Digimon is shown.

飽肚度• **Hungry**

Digimon的飽肚度會有不同時間，共有4顆心，最初由♡開始，♥增加越多，飽肚度越高。

Digimon will become hungry at different times. There are a total of 4 hearts. It starts from ♡. The more ♥ it has, the less hungry it is.

能力• **Strength**

Digimon的能力也會改變！共4顆心，最初由♡開始，♥增加越多，能力越大，Digimon 越強壯！

The strength of Digimon will also change. There are a total of 4 hearts. It starts from♡. The more ♥ it has, the stronger it is.

DP（Digimon 能量）：
可知道 Digimon 的身體能量。DP 會因訓練及戰鬥而減低，當 DP 指標空白時，不可進行訓練，戰鬥或合體。

戰鬥次數，勝出率：
戰鬥勝出的次數或戰鬥次數及勝出率會由數字顯示出來。

種類（Digimon 屬性）：
顯示 Digimon 現在的屬性及進行戰鬥和合體的可能性。
O……可能。
X……不可能。

※在 Digimon 年幼時是不會顯示其屬性的。

DP (Digimon Power):
You will know the physical strength of Digimon.
DP will be reduced by training, battle or Jogres.
Training, battle or Jogres could not be functioned when the meter is blank.

Number of battles, winning percentage
Numnber of battles won / Number of battles and the winning percentage will be shown by figures.

Type (Digimon's Attribute)
Digimon's current attribute and the possibility of battle or Jogres are shown.
O……Possible.
X……Impossible.

※ Attribute would not be shown when digimon is newly-born.

例： Example:
疫苗屬性 Vaccine Attribute
可以戰鬥 Battle Possible
不可合體 Jogres Impossible

例： Example:
疫苗屬性 Vaccine Attribute
可以戰鬥 Battle Possible
可合體 Jogres possible

注意事項 • CHECK POINT

若你不理會它，它的體能量便會下降。當DP度跌至零時，仍然可以轉換到屬性畫面，但卻不能進行戰鬥和合體。給與維他命或令Digimon好好睡一夜，便可把 DP 從新恢復起來。

Please be aware that if you disregard it, the physical power will be reduced. When the DP is empty, it cannot battle or carry out jogres even if it indicates battle or jogres is possible on a attribute screen. The DP could be regained by giving vitamin or let Digimon sleep for one night.

進食 • FEED

按A鍵選擇圖像，按B鍵確定後，再按A鍵選擇“肉類”或“維他命”，按B鍵來確定餵飼。

Press A button until icon is highlighted then press B. Select either "Food" or "Vitamin" by pressing A button to move the arrow, then press B button to feed Digimon.

注意事項 • CHECK POINT

當Digimon生病時，不會進食“肉類”，只會進食“維他命”，但不能給與太多。

Digimon will not eat food when it is sick but will eat Vitamin. But it is not good to give too much Vitamin to it.

訓練 • TRAINING

按A鍵選擇圖像，再按B鍵確認後便開始訓練。跟據發出超攻擊的次數體能上會有所變動。

Press A button to select icon and B button to confirm and Training will start. The physical strength will be changed by the number of Super Hit used.

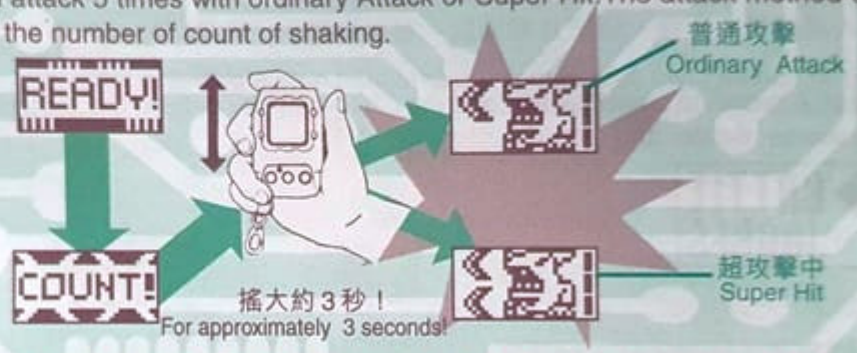
訓練開始 • TRAINING STARTS

當Ready顯示時請開始準備震動。畫面Count顯示搖3秒鐘，當完成指令的輸入後，會發出Beep一聲。

When the screen shows "READY", please get ready for shaking. Shake about 3 seconds when the screen shows "COUNT". You will hear beep, when the command input is finished.

跟據搖動次數，你可使用5次的一般攻擊或超攻擊！

You could attack 5 times with ordinary Attack or Super Hit.The attack method depends on the number of count of shaking.



注意事項 • CHECK POINT

- 到底要搖動多少次才可使用超攻擊，不同Digimon的輸入方法皆不同。當完成連續5次的超攻擊後，會轉換成無敵攻擊。
- 請注意每1日可進行訓練的次數而被固定。
- DP每2次訓練便會減少一點。
- You need to find out the input method for each of the Digimon for how many times you need to shake the main body for Super Hit.
- After 5 continuous Super Hit, it will then change to Mega Hit.
- Please note that the number of times of training within 1 day has been fixed.
- The DP will be reduced by 1 point for every 2 times of training.

❖接駁 • CONNECTION

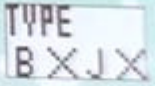
用來接駁兩部主體開始戰鬥及合體。

按 A 鍵選擇❖圖像，再按 B 鍵確認，畫面會顯示〝戰鬥〞及〝合體〞。

Use to connect two sets of main body to start battle or Jogres.
Press A button to select ❖ icon and press B button to confirm. The screen will show the words "Battle" and "Jogres".

戰鬥方法 • HOW TO BATTLE

在顯示計下 Digimon 屬性顯示 BX 時不可進行戰鬥。按 A 鍵選擇戰鬥再按 B 鍵確認，這時〝Ready〞字樣會顯示。訓練及搖動主體輸入命令時，與上述準備相同。戰鬥字樣顯示時，與對方的接駁上後，按 A 或 B 鍵。一切準備完成，畫面顯示 OK 並開始自動戰鬥。

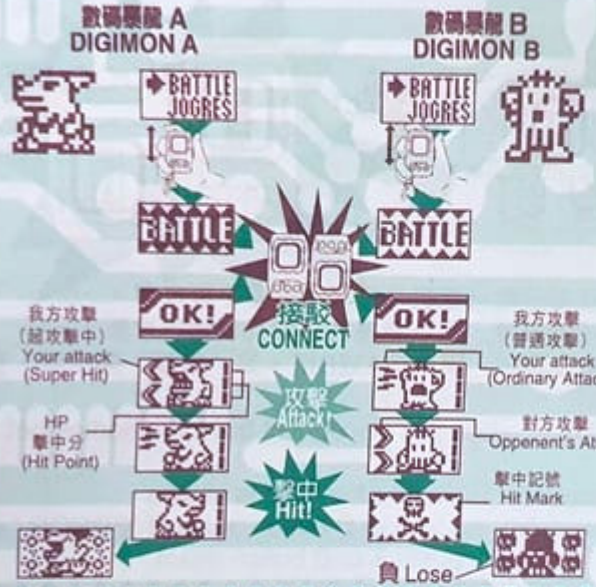


Battle could not be carried out if Digimon's Attribute show "BX" under checkmeter. Press A button to select Battle then press B button to confirm and the "Ready" sign will be shown. Same procedure for Training, Shake the main body and input command. Connect the connector of the main body with your partner when the word "battle" is being shown, then press A or B button. When all preparations are done, the screen will show "OK" and start Auto-Battle.

※如〝OK〞字樣顯示前已把機件分開，你便不能攻擊。
※如〝OK〞字樣顯示後，可以把機件分開及以進行攻擊。
※如〝OK〞字樣沒顯示，請再按A或B鍵。如〝錯誤〞顯示時，重新接合機件後請再按 A 或 B 鍵。
※ You can not battle when you disconnect the main bodies before the 'OK" is shown.
※ You may disconnect Digimon after "OK" is shown
※ If "OK" is not shown, press A or B button again. If "ERROR " is shown, connect Digimon, then press A or B button again.

注意事項 • CHECK POINT

即使出了超攻擊，也不一定會必勝，但是卻會有一定的幫助。每一個Digimon均有 HP 卡 3 點，戰鬥會繼續直至某一方的 HP 被用盡。
It is not sure you will win by using the super Hit. But it will help you to win in a battle. Each of Digimon consists of HP with 3 points! The battle will continue until either one's HP has used up.



注意事項 • CHECK POINT

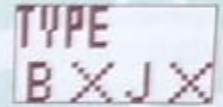
敵人若被一般攻擊打中，它的攻擊分數會減少一點，被超攻擊打中則會減少兩點。

The enemy's hit point will be reduced by 1 point when hit by ordinary attack.
And will be reduced by 2 points when hit by Super hit.

合體方法 • METHOD OF JOGRES

當畫面顯示 JX 時不可進行合體。在某些情況下如果畫面顯示 JO 都不可進行合體。按 A 鍵選擇合體時，再按 B 鍵確認。當畫面顯示合體時按 A 或 B 鍵。與對手接駁，便不能完成合體。

※ DP 不足夠便不可進行合體。DP 必須全滿才可合體。
※若你在 OK 顯示前切斷了接駁，便不能完成合體。
※當 OK 顯示後可切斷接駁。
※若OK沒有顯示可再按A或B鍵。如〝ERROR〞顯示，請從新接駁及按A或B鍵。
※畫面顯示〝MISS MATCH〞時，便不可進行合體。
※當合體後 Digimon 能量將會回到零的指數。



You could not have Jogres when the screen shows "JX". There are some cases that you could not have Jogres with a partner even if the screen shows "JO". Press A button to choose Jogres and B button to confirm. Press A or B button to connect to your partner's communication connector when the word "Jogres" appears on the screen.
You could start Jogres after finishing all the steps and the screen shows "OK".

※ Jogres could not be carried out if DP is not full.
※ There are some cases the Jogres might not be successfully carried out if you disconnect the main bodies before the OK sign is shown on the screen.
※ After the OK sign is shown, you may disconnect the main bodies. If the OK sign does'nt show up, press A or B button again.
※ Jogres could not be carried out if "Miss Match" is shown on the screen.
※ After Jogres, Digimon Power will turn O.

與數碼暴龍戰鬥 • BATTLE WITH DIGITAL MONSTER

超數碼暴龍可以與數碼暴龍戰鬥。當“戰鬥”畫面出現，接駁超數碼暴龍主體和Digimon主體戰鬥。在數碼暴龍按A或B鍵後，可以開始戰鬥，但在超數碼暴龍按鍵是不可以開始戰鬥的。

※當與數碼暴龍的戰鬥時是不可以用震動來改變攻擊技倆。

※請參閱使用手冊有關如何準備和數碼暴龍戰鬥。

※可與不同的數碼暴龍戰鬥。

※不可與數碼暴龍合體。

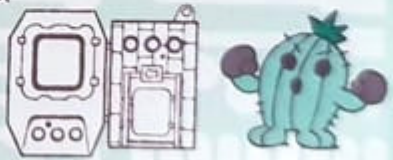
Digimon Pendulum could have battle with Digital Monster. Arrange the same function as per ordinary battle. Connect the main body of Digimon Pendulum with the main body of Digital Monster when the “Battle” sign appears on the screen. Press A or B button of Digital Monster to start the battle.You could not start the battle when you press the buttons of the Digimon Pendulum .

※You could not change the attacking skill by shaking when you are having battle with Digital Monster.

※ In regard to the preparation of battle for Digital Monster, please refer to the instruction sheet of Digital Monster.

※ You could have battle with all versions of Digital Monster (1-5)

※ Digimon Pendulum could not have Jogres with Digital Monster.



廁所 • TOILET

按A鍵選擇圖像，再按B鍵確定替Digimon清潔。

Press A button until icon is highlighted, then Press B button to flush.

注意事項 • CHECK POINT

• 切保持為Digimon清潔啊！ Be sure to flush dropping!

電燈 • LIGHT

按A鍵選擇圖像，按B鍵確認，然後按A鍵選擇「ON」或「OFF」，再按B鍵確定。Digimon睡覺時，請選擇「OFF」關電燈。

Press A button until icon is highlighted, then press B button. Select either “on” or “off” with A button, then press B button.

注意事項 • CHECK POINT

• 睡眠對Digimon來說十分重要。當它睡覺時把燈關掉讓它恢復體力。如它睡覺時不把電燈關掉。 Digimon會變得貪睡和懶散。

• Sleep is very important to Digimon. Turn off the light and let it recover. If you do not turn off the light when Digimon goes to sleep, it will oversleep

治療 • TREATMENT

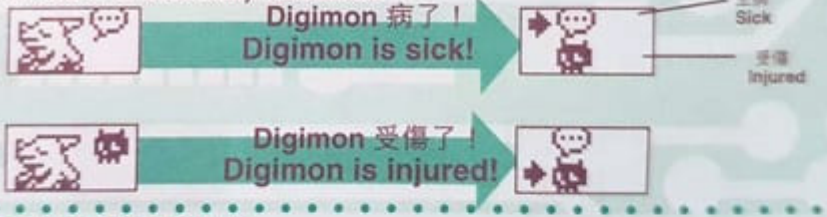
有些時候 Digimon 會生病或於戰鬥後受傷，病及傷均可以治療的。按 A 鍵選擇治療圖像，再按 A 鍵決定。然後按 A 鍵選擇“病”或“傷”，然後按 B 鍵確認並治療。

※有時病及傷不能一次治療便康復。必須繼續治療才能康復。

Sometimes Digimon will become sick or get injured after the battle. Sickness and injuries could be cured.

Press A button to select Icon and B button to confirm. Then press A button to choose either "Sickness" or "Injury" and press B button to confirm and cure it.

※ Sometimes, "Sickness" and "injury" could not be cured by 1 time treatment. Continue the treatment until it is totally recovered.



注意事項 • CHECK POINT

- 病或受傷均會影響 Digimon，必須盡早治療。
- 若 Digimon 在病時或受傷時進行戰鬥或合體，會傳染給對方的。
- Sickness and Injury affects Digimon a lot, so apply treatment to it as early as possible.
- Please be noted that if Digimon have battle or Jogres when it was sick, it will affect its partner !!

呼叫 • ATTENTION

Digimon 肚餓時，或能力降低時，便會呼叫你。

When Digimon is hungry or Strength is low, it will beep at you.

注意事項 • CHECK POINT

- 當 Digimon 幼年時會常呼叫你，切勿感到煩厭要好好照顧它。
- Digimon will always call you when it is newly-born. Do not feel annoying and try to take good care of it

4. Digimon 的變身成長圖 • Growth chart of Digimon

幼年期 Childhood	成長期 Growing Up	成熟期 Maturity	完全體 Perfection	超極體 Ultimate
剛剛出生，還未能戰鬥。 Newly-born Digimon, still cannot battle.	續漸成長，已經可以戰鬥。 Growing up steadily and it can battle.	攻擊力增強，性格亦為人所明白。 Become powerful and its character develops.	只在達到某特定條件時才進化。 It evolves only after certain criteria are fulfilled.	超越了完全體的超極進化形態。 Exceed the Perfection. It becomes Ultimate Evolution type

5. Digimon 的最終 • THE LAST MOMENT OF DIGIMON

跟據照顧 Digimon 的方法戰鬥時受傷的情況，而令 Digimon 變得十分衰弱並且會在 30 秒內死亡。這時電腦畫面會出現，按 B 鍵便會顯示 Digimon 的生存記錄，同時按下 A 及 C 鍵， Digimon 蛋便會出現， Digimon 在 1 分鐘後誕生。

When Digimon becomes very weak by bringing-up way, the injury during battle or old age, it will die in 30 seconds. A computer will appear on the screen. Press B button for seeing Digimon's Life Record.

Press A & C button together and the Digimon Egg will appear and Digimon will be born in 1 minute.

注意事項 • CHECK POINT

- 就算你不喜歡它亦要好好把它養大。
- 當 Digimon 再次死後，及能好好照顧它由 Digimon 蛋開始，它便很容易成長為一個強壯的 Digimon 。我不想 Digimon 死去，嘗試許願並承心把主體搖動，或者你的願望可以成真！
- Take good care of and bring up the Digimon even if you dislike it!
- When you start to grow it up from a Digitama again after death, it will easily become a strong Digimon! (If only you took good care of Digimon)
- If you do not want the Digimon to die, try your best to shake the main body to let it alive! Your wish may come true!

6. 時間功能

※當 Digimon 垂死時不能用時間功能。

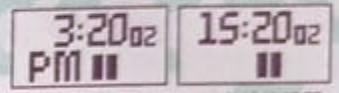
閱讀時間：

當圖像沒有顯示時，按 B 鍵，時間畫面上便會顯示（按 A 鍵選擇 12 小時或 24 小時），按 B 鍵返回畫面。

調較時間：

按 B 鍵轉換到時間畫面，然後同時按下 A 及 B 鍵轉換到時間設定畫面，此時將會便轉到調較畫面上。

請參閱 3.3 使用方法調較時間 (P.5)



12 小時的時間 12 hour time

24 小時的時間 24 hour time

TIME FUNCTION

※ Time function could not be used when Digimon is dying.

When you want to read the time:

Press B button when the Icon is not appearing and the time screen will show up. (You could select 12 hour time or 24 hour time by pressing A button.) Press B button again to return to the main screen.

Adjusting the time:

Press B Button to change to Time Screen then push A & C button together. It will change to Time Setting Screen. Then refer to 3.3 time adjustment in prepartion (P.5)

7. 聲音開關

在所有顯示圖像沒有亮起時，同時按 A 及 B 鍵控制聲音開關。

SOUND ON / OFF

When no icon is highlighted, the sound can be turned off by pressing A and C buttons simultaneously. To restore the sound, press A and C button again.

8. 以下情況需要重新啟動 • WHEN TO RESET

※ 關於操作方法詳情，請翻閱(P.5) 3.2 重新啟動。

- 拔出絕緣膠片後或更換電池後。
- 機件受強烈撞擊引致功能停止或畫面顯示不正常時。
- 在養育途中，想飼養另一雙全新的 Digimon 時。

※用細削物體牙籤，鉛筆重新啟動鍵時請勿用力過大。

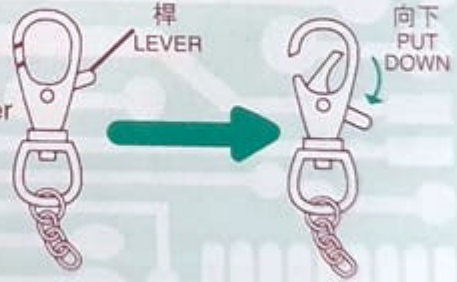
※ For further details of operation, please refer to 3.2 RESET OPERATION in preparation.

- After pulling insulator or when you have changed batteries.
- If Digimon is not functioning properly.
- When you want to begin hatching a new Digimon.

※ Remember, do not press the reset button too hard when using a pointed object.

9. 匙扣按裝方法 • KEY CHAIN

推下開關桿便可隨意扣在任何喜歡的地方
Put down the lever and hook it to whatever you like.



10. 更換電池

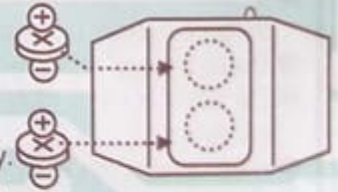
電池消耗，液晶畫面顏色便會轉淡，此時需要更換電池。

1. 鬆開主體背後的螺絲，取出電池蓋。
2. 取出舊電池，按⊕及⊖標記更換 2 枚新 LR44 電池，切勿混合不同性質的電池。
3. 蓋上電池蓋後，鎖緊螺絲。
4. 如(P.5) 3.2 的重新啟動，約 1 分鐘後 Digimon 出生！

EXCHANGE OF BATTTERIES

Replace the batteries if the Liquid Crystal Display (LCD) is weak.

1. Loosen the screws on the back side. Remove the cover together with the screws.
2. Take out the old batteries. Insert 2 new LR44 batteries, make sure to match⊕ and⊖ signs properly. Be sure to use both new batteries, do not mix old and new batteries. Do not mix Alkaline, standard or Rechargeable batteries. Dispose of used batteries properly.
3. Replace the cover and tighten the screws.
4. Reset as 3.2 RESET OPERATION in Preparation (P.5), Digitima splits and Digimon will be hatched in 1 minute.



⚠ 注 意

- Read the instruction sheet carefully.
- Do not give this item to a children who is under the recommended age.
- This product contains small parts such as batteries, battery cover and screws that may cause suffocation if swallowed by children.
- Batteries, battery cover & screws may be swallowed by children. Do not pass this product to children below 3 years old.
- While replacing the batteries (LR44), please ask a guardian for help. Do not swallow small parts like batteries, battery cover & screws.
- Swallowing batteries (LR44) is extremely dangerous. Please keep batteries away from children.
- Batteries are replaced by owners of this product.
- Do not mix old and new batteries. Do not mix different kinds of batteries.
- Please ensure ⊕ & ⊖ at the correct position.
- Do not recharge, decompose, heat, or dispose of batteries in fire.
- Swallowing batteries is extremely dangerous. In case that batteries are swallowed, please go to see a doctor for help.
- Avoid rough use such as knocking the product or swinging it around.

⚠ 注 意

- 持本產品者請細心閱讀本說明書。
- 勿讓未足齡的小孩玩此產品。
- 本產品含有電池、電池蓋及鏍絲等較細小零件，小心勿讓兒童誤放入口，以免引致窒息的可能。
- 電池、電池蓋及鏍絲有被誤吞的可能，勿將本產品給予3歲以下幼兒。
- 更換電池 (LR44)時，請找成年人幫忙。注意勿誤吞下電池、電池蓋、鏍絲等細小零件。
- 誤吞電池(LR44)異常危險。請小心存放電池在幼兒拿不到的地方。
- 電池由本產品持有人更換。
- 切勿將新舊電芯混合使用。切勿將不同種類的電芯混合使用。
- 請確保電池⊕及⊖方向正確。
- 切勿將電池充電、分解、加熱或棄於火中。
- 誤吞電池(LR44)異常危險。萬一誤吞電池，請即延醫診治。
- 請勿將商品胡亂揮動或拍擊。